AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. - 88.   (Canceled)

89.   (Currently Amended)   A method comprising:

determining to establish, via at least one processor, a wireless communication connection between a mobile terminal and a server stored with a gaming application;

determining to establish, via the at least one processor, a data network connection between the mobile terminal and the server, the data network connection being independent from the wireless communication connection;

determining to download the gaming application from the server to the mobile terminal via the data network connection and the wireless communication connection;

determining to store the downloaded gaming application into an interchangeable mass storage, and

determining to use the interchangeable mass storage in conjunction with different mobile terminals thereby enforcing digital right associated with the gaming application.

90.   (Previously Presented)   A method of claim 89, wherein the gaming application is downloaded simultaneously using the wireless communication connection and the data network connection.

91.   (Previously Presented)   A method of claim 90, further comprising:

authenticating the mobile terminal via the wireless communication connection while downloading the gaming application via the data network connection.

92.   (Previously Presented)   A method of claim 91, wherein the mobile terminal is authenticated by a serial number of a computer readable storage medium carrying only an initialization engine and a game communication control engine of the gaming application.

93.   (Previously Presented)   A method of claim 92, wherein the computer readable storage medium is used in conjunction with different mobile terminals to download the gaming application.

94.   (Previously Presented)   A method of claim 90, wherein the server permits downloading of the gaming application to only the mobile terminal.

95.   (Previously Presented)   A method of claim 89, wherein the wireless communication connection is established over a public land mobile network that performs at least one of authentication, authorization and payment procedures.

96.   (Previously Presented)   A method of claim 89, wherein the wireless communication connection is initiated by the mobile terminal or the server.

97.   (Previously Presented)   A method of claim 96, further comprising: initiating by the server a call back function

98.   (Canceled)

99.   (Previously Presented) A method of claim 89, wherein the data network connection includes at least a local connection between an apparatus and the mobile terminal, and a sub-data network connection between the apparatus and the server, and the apparatus adapts the mobile terminal to the sub-data network connection.

100.   (Previously Presented)   A method of claim 99, wherein the sub-data network connection includes at least one of an analog telephone line connection, a digital telephone line connection, a broadband cable connection, a powerline communication connection, a glass fiber connection, a satellite downlink, an Ultrawideband connection, and a line of sight transmission connection.

101.   (Previously Presented)   A method of claim 99, wherein the local connection between the mobile terminal and the apparatus is established by the mobile terminal.

102.   (Previously Presented)   A method of claim 99, wherein the sub-data network connection between the apparatus and the server is initiated by the mobile terminal.

103.   (Previously Presented)   A method of claim 99, wherein the local connection between the mobile terminal and the apparatus is established via a short-range wireless communication connection.

104.   (Previously Presented)   A method of claim 99, wherein the apparatus is built in the mobile terminal.

105.   (Previously Presented)   A method of claim 99, wherein the settings of the apparatus are controlled by the mobile terminal or the server.

106.   (Previously Presented)   A method of claim 105, wherein the settings include at least one of an address, a upload data rate, a download data rate, a packet size, a repeat rate, fragmentation, coding, and scrambling.

107.   (Currently Amended)   An apparatus comprising:

at least one processor; and

at least one memory including computer program code,

the at least one memory and the computer program code configured to, with the at least one

processor, cause the apparatus to perform at least the following,

determine to establish a wireless communication connection between a mobile terminal

and a server configured to store a gaming application,

determine to establish a data network connection between the mobile terminal and the

server, the data network connection being independent from the wireless

communication connection,

determine to download the gaming application from the server to the mobile,

determine to store the downloaded gaming application into an interchangeable mass

storage, and

determine to use the interchangeable mass storage in conjunction with different mobile terminals thereby enforcing digital right associated with the gaming application.

108.   (Previously Presented)   An apparatus of claim 107, wherein the gaming application is downloaded simultaneously using the wireless communication connection and the data network connection.

109.   (Previously Presented)   An apparatus of claim 108, wherein the apparatus is further caused to:

authenticate the mobile terminal via the wireless communication connection while downloading the gaming application via the data network connection.

110.   (Currently Amended)   An apparatus of claim 109, wherein the mobile terminal is authenticated by a serial number of a computer readable storage medium carrying only an initialization engine and a game communication control engine of the gaming application.

111.   (Currently Amended)   An apparatus of claim 110, wherein the computer readable storage medium is used in conjunction with different mobile terminals to download the gaming application.

112.   (Previously Presented)   An apparatus of claim 108, wherein the server permits downloading of the gaming application to only the mobile terminal.

113.   (Previously Presented)   An apparatus of claim 107, wherein the wireless communication connection is established over a public land mobile network that performs at least one of authentication, authorization and payment procedures.

114.   (Previously Presented)   An apparatus of claim 107, wherein the wireless communication connection is initiated by the mobile terminal or the server.

115.   (Previously Presented)   An apparatus of claim 107, wherein the data network connection includes at least a local connection between an apparatus and the mobile terminal, and a sub-data network connection between the apparatus and the server, the apparatus adapts the mobile terminal to the sub-data network connection.

116.   (Previously Presented)   An apparatus of claim 115, wherein the sub-data network connection includes at least one of an analog telephone line connection, a digital telephone line connection, a broadband cable connection, a powerline communication connection, a glass fiber connection, a satellite downlink, an Ultrawideband connection, and a line of sight transmission connection.

117.   (Currently Amended)   A non-transitory computer-readable storage medium carrying one or more sequences of one or more instructions which, when executed by one or more processors, cause an apparatus to at least perform the following steps:

determining to establish a wireless communication connection between a mobile terminal and

a server configured to store a gaming application;

determining to establish a data network connection between the mobile terminal and the

server, the data network connection being independent from the wireless communication

connection;

determining to download the gaming application from the server to the mobile terminal via

the data network connection and the wireless communication connection;

determining to store the downloaded gaming application into an interchangeable mass

storage; and

determining to use the interchangeable mass storage in conjunction with different mobile

terminals thereby enforcing digital right associated with the gaming application.

118.   (Previously Presented)   A non-transitory computer-readable storage medium of claim

117, wherein the gaming application is downloaded simultaneously using the wireless

communication connection and the data network connection.

119.   (Previously Presented)   A non-transitory computer-readable storage medium of claim

118, wherein the apparatus is caused to further perform:

authenticating the mobile terminal via the wireless communication connection while

downloading the gaming application via the data network connection.

120.   (Currently Amended)   A non-transitory computer-readable storage medium of claim

119, wherein the mobile terminal is authenticated by a serial number of a computer readable

storage medium carrying only an initialization engine and a game communication control engine

of the gaming application.

121.   (Currently Amended)   A non-transitory computer-readable storage medium of claim 120, wherein the computer readable storage medium is used in conjunction with different mobile terminals to download the gaming application.

122.   (Previously Presented)   A non-transitory computer-readable storage medium of claim 118, wherein the server permits downloading of the gaming application to only the mobile terminal.

123.   (Previously Presented)   A non-transitory computer-readable storage medium of claim 117, wherein the wireless communication connection is established over a public land mobile network that performs at least one of authentication, authorization and payment procedures.

124.   (Previously Presented)   A non-transitory computer-readable storage medium of claim 117, wherein the wireless communication connection is initiated by the mobile terminal or the server.

125. - 126. (Canceled)

127.   (Previously Presented)   A method of claim 89, further comprising:

determining to establish another data network connection between the mobile terminal and the server, wherein the gaming application is downloaded simultaneously using the wireless communication connection and the data network connections.

128.   (Canceled)